[WIRELESS COMMUNICATIONS DEVICE WITH A STATE MODEL]

Abstract of Disclosure

A wireless communications device has a layer 2 interface that is designed as a finite state machine. The finite state machine includes a null state, a data transfer state, a reset pending state, a local suspend state and a reset/suspend state. In the null state, no communications channel is established. In all the other states, a communications channel is established with another communications device. In the data transfer state the communications channel is active. In the reset pending state communications is halted pending a reset acknowledge signal from the other device. In the local suspend state communications are temporarily suspended for all data after a predetermined event. The reset/suspend state explicitly supports the condition in which both rest pending and local suspend conditions are present, and enables the state machine to transition to a subsequent state without requiring knowledge of a previous state.

Figures

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